

REPORT

VIRTUAL LEARNING ENVIRONMENT IN TEACHING AND LEARNING

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INTRODUCTION

I will explain in this report my research on the virtual learning environment, and everything that it encompasses within the academic framework. It is likely that being such an extensive topic, the information that I provide is subjective based on data and studies on virtual environments, but it is not necessary to clarify that the virtual environment is a relatively new tool, so the information that I am going to provide It relates to the current data.

In the first section I will state my reasons for doing research on the virtual environment, adding the importance of knowing better the tool I want to examine.

After, I will explain what are the objectives that I want to achieve in my research, separating the main objective and the secondary ones in this way I will be able to contribute what I am trying to achieve in this article.

In the next section I will review the current literature on virtual learning environment, analysing what information exists on the subject in question and trying to extract the main ideas.

Then I will talk about the methodology used to make this report, separating the primary data from the secondary data and I will provide a questionnaire with the data obtained from the classmates.

To finish the report, I will present the conclusion I have reached and add my recommendations.

RATIONALE

To be able to do this report I need to understand what Virtual Learning Environment (VLE).

VLE it's a virtual platform essential today's day for our education, used by study institutions to manage and deliver learning activities and content with students.

All the set of that tools is ICT (Information and Communication Technology) We have two ways to refer to ICT environment VLE what I explained before and MLE what I will define now.

MLE (Manage Learning Environments) here we have two different strands VLE, and a Management Information System (MIS) with the potential to fully integrate learning materials with students' data and assessments.

$MLE = VLE + MIS$

I am going to list some combined examples:

- ✚ Tools to communicate like > email, bulletin boards and chat rooms:
- ✚ Collaboration tools like >online forums, calendar, electronic diaries and intranets.
- ✚ Online Assessments
- ✚ School integration managing information systems.
- ✚ Student access to content and communication beyond the school.

Some of the benefits are:

- ✚ Flexible access for the users.
- ✚ Safe environment.
- ✚ Share information.
- ✚ Greater parental involvement.
- ✚ Extend the information beyond the classroom.
- ✚ Encourage students to spend more time on their learning.
- ✚ Online tests allow for flexibility

Cons:

- ✚ Take a considerable amount of time to be able to use the system effectively.

MOODLE (Modular Object Oriented Dynamic Learning Environment) is the perfect example of VLE.

Is a virtual platform designed to provide to educators, administrators and students the possibility to share, edit the contents, create, store and exchange information

RESEARCH OBJECTIVES

In this report I will try, as a main objective, to find out if the VLE environment provides the necessary material and resources to the student for their learning.

I will determine if the platform provides the possibility that the student can use the different software tools in case of not being able to attend class, so important in the times of pandemic in which we live since it is a very high possibility of using this service at some point during the course, or also to expand class information.

I want to add that as secondary objectives I am going to establish if the VLE meets the advantages that a system of this type should have, such as:

Accessible: I will check the possibility of access from the different devices, and I will test the software with the different operating systems.

Easy to use: I will verify that it does not use a complicated methodology and that it is adapted to the level of the students.

Commitment: I will test the effectiveness of the service in terms of interest on the part of the university team and the information on the platform.

Flexible: I will confirm that the platform allows access at any time and place, and if the communication and interaction is optimal and adapted to the needs of the students

LITERATURE REVIEW

In my research on the literary review, I have been able to highlight that the articles related to the VLE include the system as a modern tool due to the short time it has been in the academic system, in most of the articles it is agreed that it does not exist yet. enough information to draw uniform conclusions regarding the effectiveness of the virtual environment in the academic life of the student.

The articles record the difficulty of implementing this system in an educational center due to the problem that arises with the necessary permits for the use of information, in addition to the need for resources to manage this virtual system efficiently.

Efficacy in higher education has been found to be significantly positive, especially in terms of the use of literary resources. Students have been found to opt for face-to-face classes. In my research I have discovered that non-higher studies do not have this tool, it is established that for lower level studies a virtual environment would be unproductive.

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RESEARCH METHOTLOGY

In this methodology section I am going to separate the primary data and the secondary data and briefly explain

What they are and the differences that exist.

I will start with the primary data that are originated by the researcher himself, so in this section I will include my questionnaire that I designed so that my colleagues would give me concrete answers to clarify their interaction with the virtual environment.

Next, I will include the table obtained from the questionnaire

Analysing the data, I can confirm that everyone uses the environment, 60% are women. Regarding age, 40% are from group 1, 30% are from group 2, only 10% from group 3 and 20% from group 4.

The majority opinion is positive about Moodle.

In terms of how to connect, 50% with a smartphone, 30% with a laptop and the remaining 20% with a tablet.

Regarding the interaction with the environment, 40% agree, 20% do not agree and 40% are not sure.

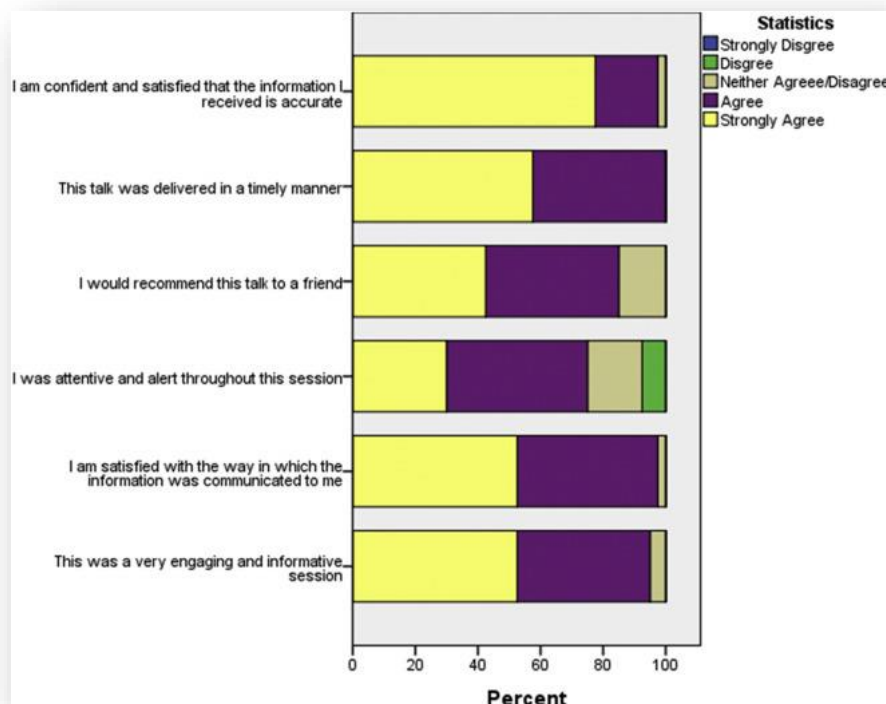
Everyone agrees that it is a useful and easy-to-download tool.

In addition, 40% connect only once a week, another 40% once a week and the remaining 20% 3 times a week.

AGE GROUP	AGE
1	18-25
2	26-35
3	36-45
4	45+

The primary data offers us information in real time, in addition to obtaining concrete information about what we are investigating.

Case	USE MOODLE	Gender	Age Group	Opinion	Device	Interaction	Helpful	Download files	Connection week
1	YES	Female	1	Good	Phone	Not sure	YES	YES	2
2	YES	Female	4	Very Good	PC	Disagree	YES	YES	2
3	YES	Male	1	Ok	Phone	Agree	YES	YES	1
4	YES	Female	2	Very Good	Tablet	Agree	YES	YES	3
5	YES	Female	1	Ok	PC	Disagree	YES	YES	2
6	YES	Female	2	Good	Phone	Not sure	YES	YES	2
7	YES	Female	1	OK	Phone	Agree	YES	YES	1
8	YES	Male	3	Very Good	Phone	Not sure	YES	YES	1
9	YES	Male	2	Very Good	PC	Agree	YES	YES	1
10	YES	Male	4	Good	Tablet	Not sure	YES	YES	3



Impact of Virtual Learning Environment on Students' Satisfaction, Engagement, Recall, and Retention

Now establish in a second section the secondary data, that is, the data obtained by another researcher and that I am going to use in my report to achieve the intended objective, it is true that these data are not specific to the research in which I am immersed but it will help with my clarification. I have chosen this graph as it is the closest, I have found to the objective of my research.

Graph 2

In a first point, 80% believe that the information obtained from the environment strongly agree, 15% agree and 5% are not sure.

On another specific question, 60% strongly agree that the information is given effectively and 40% agree.

In the third question, 40% strongly agree with recommending a friend, the other 45% agree and 15% are not sure.

In the fourth question only 30% have been very attentive and alert during the session, 45% to a lesser extent, 15% are not sure and 10% have not paid attention.

In a fifth point, 50% are very satisfied with the information, 45% are satisfied and 5% they don't know it.

Finally, 50% are very satisfied with the session, 40% are satisfied and 10% do not know it.

With these data I can obtain the information that the virtual learning environment is considered an environment where the information is reliable, efficient and advisable for academic development.

CONCLUSION AND RECOMENDATION

To conclude this report, I am going to develop my conclusion about the virtual learning environment. It is very important to know in depth all the possibilities that a virtual environment offers, because it has not been in the educational system for long, it is to understand that the use of all the tools is still to be developed.

Despite being an environment in which we can use to expand our knowledge, share with colleagues and teachers, access the library, attend online classes and more utilities, students are not in the habit of connecting and making the most of this tool.

It is true that it takes considerable time to be able to connect and have an effective experience.

However, thanks to the flexibility it offers, it allows us to connect anywhere and at any time, in addition to being perfect for those students who, due to a problem of any kind, such as a physical handicap, can access online and thus not lose the academic continuity.

Another positive contribution that this virtual environment offers us is that it gives us a safe environment so that you can be connected to attend class or use any tool without problem.

In addition, the fact that it is flexible allows parents or caregivers to collaborate in education, thus facilitating the assimilation of ideas.

To end my conclusion, I can say that the virtual learning environment is an essential tool for current times since technology advances and it is necessary to update, in my point of view a virtual environment in addition to being part of the class could be in the future a alternative to physical assistance.

Considering all the research I can recommend that for a better interaction of the student with the environment, the teachers could connect via chat and actively participate in the students' conversations about the subjects.

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